MB
Key to Learning

Ages 10-14

ALL ABOUT COMMAS

DISCOVER WHERE THEY GO. . .
BEFORE, AFTER, OR IN BETWEEN!

MICROCOMPUTER SOFTWARE

IT GIVES YOU THE HOW TO'S SO YOU CAN UNDERSTAND THE WHY'S

- **Easy To Understand, Easy To Use**
- **Learn On Your Own, At Your Own Pace**

Contents:
- Floppy Disk
- Instruction Booklet

For use with Apple* II or IIe Computer
Applesoft BASIC with 48K
Version 3.3 DOS

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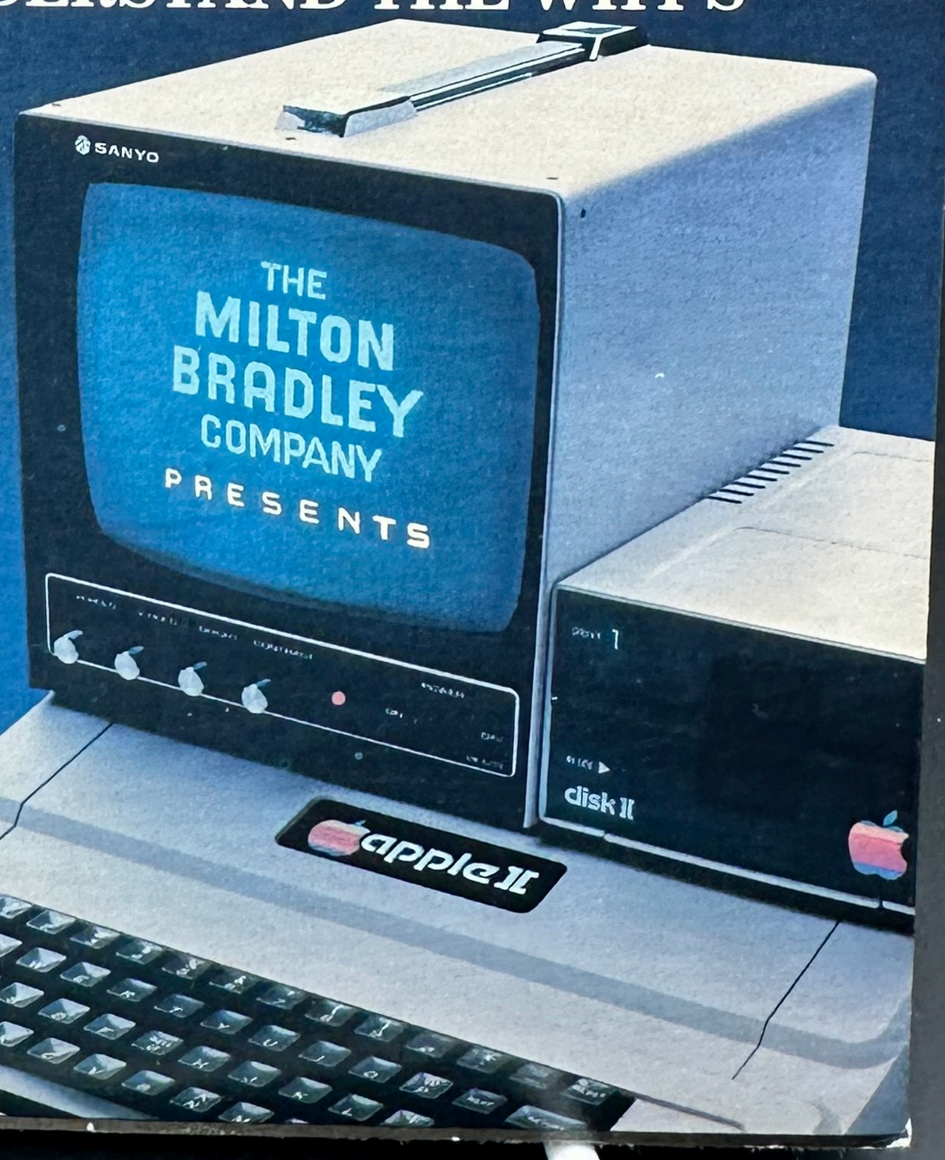
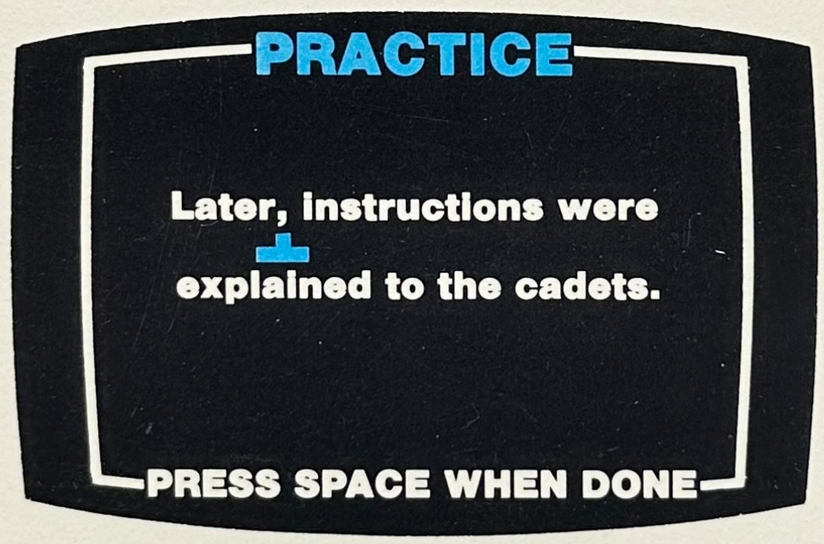


READY, AIM, AND PUNCTUATE WITH THE AMAZING COMMA CANNON.

To discover how to "pause perfectly," use the arrow keys to move the Comma Cannon into position, zero in on where the comma should appear, and press the Comma Key. Magically, a comma pops up on the screen. Continue to aim and punctuate. The computer will tell you if you have correctly positioned your commas!



AN ENTERTAINING AND INFORMATIVE LEARNING METHOD THAT LETS YOU...

1. Take Instruction
2. Then Practice
3. Get Tested
4. Collect Your Reward

Here's how the program works. View the rule, demonstrate your know-how with the Comma Cannon, score high on the Mastery Quiz, and win free playtime with an exciting arcade-like game when you complete the Review lesson.

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OUR SOFTWARE AND YOU... PERFECT CLASSMATES

In addition to this disk, we have 5 other high quality programmed learning aids that you'll want to try. Each packet contains one Floppy Disk and one complete Instruction Booklet. Take a look at our complete line...

1. ALL ABOUT DIVISION
2. ALL ABOUT FRACTIONS
3. ALL ABOUT COMMAS
4. ALL ABOUT WORDS
5. ALL ABOUT WHAT YOU READ
6. ALL ABOUT BUILDING SENTENCES

ALL ABOUT COMMAS

Caldwell, Richard P. Cum...

MB Key to Learning®

ALL ABOUT COMMAS

INSTRUCTION BOOKLET

MICROCOMPUTER SOFTWARE

by MILTON BRADLEY COMPANY

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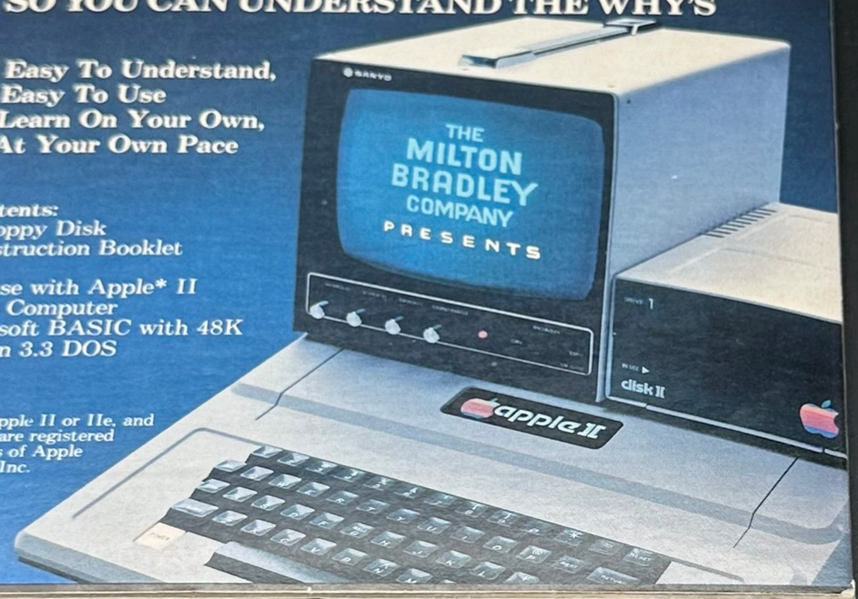

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MB Key to Learning

ALL ABOUT COMMAS

INSTRUCTION BOOKLET

MICROCOMPUTER SOFTWARE
by MILTON BRADLEY COMPANY

7250

MB Key to Learning

ALL ABOUT COMMAS 7250
AUTHOR: Robert M. Caldwell, Richard P. Cummins

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MB Key to Learning

Apple IIe... depress CAPS LOCK key at all times.

Microcomputer Software

FROM MILTON BRADLEY COMPANY

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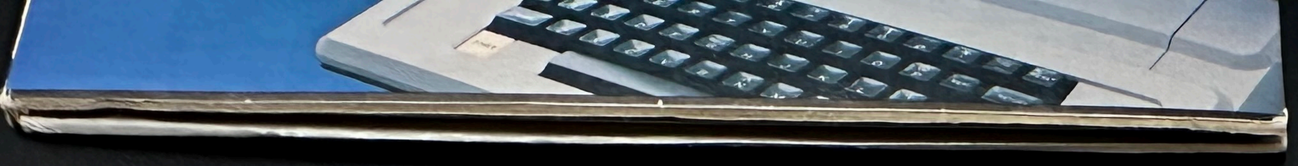

7250

MB Key to Learning®

ALL ABOUT COMMAS

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Microcomputer Software

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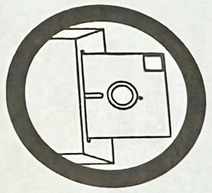
7250

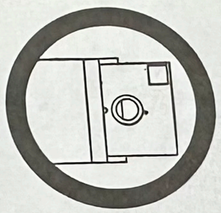
For extended media life— here's how to take care of your flexible disk

Precision surface.
No fingers, please!



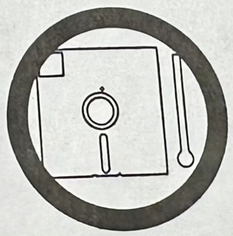
For your disk's sake
(and the system's, too)
insert disk carefully.

Magnetic fields erase.
Keep them far away.



Keep it safe—
in the jacket
when not in use.

Bending and folding
may damage.
Handle with care.



Keep disks comfortable.
Store at: 10° to 52° C.
50° to 125° F.

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Apple IIe...
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FROM MILTON BRADLEY COMPANY

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Disk II

Applesoft

for use with Appl
or I le Computer
Applesoft BASIC with 48K
Version 3.3 DOS

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MADE IN U.S.A.

HOW TO RUN THE PROGRAM

1. First, insert disk into disk drive.
2. Then, turn on the computer.
3. When the RUN LESSON screen appears, enter 666, and hit RETURN.
4. Type your name, then hit RETURN.
5. This menu of lessons appears. Since the lessons are cumulative, we suggest you begin with A and do them in order. Choose one of the following. . .

```
COMMA SKILLS
A) Introductory Elements
B) Items in a Series
C) Interrupting Elements
D) REVIEW
E) Independent Clauses
F) Dates, addresses, Letters, and
   Titles
G) FINAL REVIEW
ENTER LESSON (A-G, OR 0 TO EXIT):
```

SELECT A, B, C, E, OR F. . .ONE OF THE 5 SKILL DRILLS

You can interact with each of these lessons at your own pace. When you're ready, begin by following the directives on the screen. For each lesson, you will be guided through a 3-step process. . .Instruction, Practice, and Mastery Quiz. Along the way, you will be given several options. Follow the directions on the screen.

TAKE INSTRUCTION: *Here you set the pace. Rules are stated, examples are shown, and step-by-step guided practice is given.*

THEN PRACTICE: *Now you're ready to practice on your own. If you demonstrate proficiency during this Practice session, you will be given the option to skip ahead to the Mastery Quiz. Otherwise, you will complete the entire session, and be given 3 options at the end. Your choices appear on the screen as shown. . .*


```
MENU
BASED ON YOUR SCORE OF 4
CORRECT, OPTION '2' IS
RECOMMENDED.
  [1] - REVIEW
  [2] - NEW INSTRUCTION
  [3] - STOP FOR NOW

PLEASE MAKE YOUR
SELECTION (1 - 3):
```

If you select #1, you will review the rules and practice again.
If you select #2, you will go on to new instruction.
If you select #3, the program will return you to the menu.

TAKE THE MASTERY QUIZ: See how well you know the rules. The Mastery Quiz will present five items to test you. For each item, you have only one try before being given the correct answer.

Here's how well you did on the Mastery Quiz:

4 or 5 correct. . .you're a Perfect Punctuator.
2 or 3 correct. . .you need more practice.
0 or 1 correct. . .you need a galaxy tutor.

OR SELECT D OR G FOR REVIEWS AND THE ALIEN RAIDERS GAME

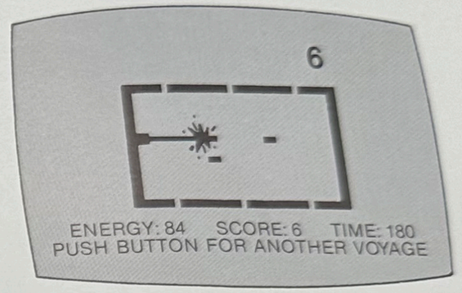
In each of the reviews, you will be given 10 sentences or informal letters to punctuate with commas. Place your commas quickly and accurately so you can. . .

COLLECT YOUR REWARD: The score you accumulate on each review will determine the amount of time you can play Alien Raiders.

ALIEN RAIDERS

A fast-paced skill and action game that challenges you to do battle with attacking Alien Raiders from deep space. The Raiders move horizontally across the screen from right to left towards your landing area. Your only protection is your deadly firing beam that travels vertically up and down the screen and fires horizontally to the right.

Here is an Alien Raiders screen.

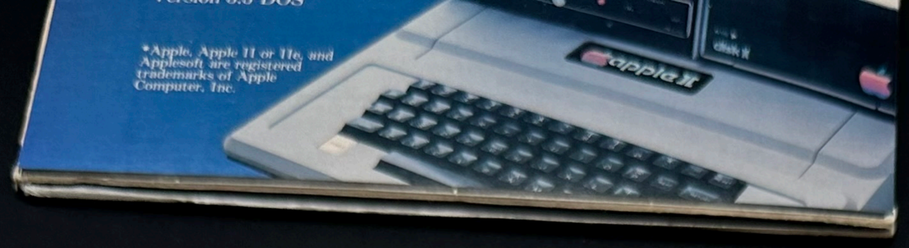


Object Of The Game: Eliminate all aliens before one of them reaches the ship. The more aliens you eliminate, the higher your score.

How To Fire Shots: Use the arrow keys to adjust the length of the beam. Press the space bar to fire shots.

How To Make A Hit: You have to be perfectly on target to make a hit. A beam aimed so that it undershoots or overshoots the alien is a miss.

How Much Time And Energy Are Allotted To You: The points you scored on the Review Drill determine your playing time. You begin each game with a fixed amount of energy. Be careful not to run out of energy. Every time the beam is emitted, energy is used up. Scoring direct hits on aliens replenishes energy. When you've used up all available energy, no more beams can be fired.



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COMMANDS AND SPECIAL FEATURES YOU SHOULD KNOW. . .

CTRL-Q – Holding CTRL key while pressing Q key will end the drill at anytime and return you to the menu of lessons.

H Key – Pressing "H" key for help anytime during the Practice or the Mastery Quiz sessions will give you illustrative examples of the keys to be used to complete each drill.

APPLE IIe. . .

When running this program on the Apple IIe, the CAPS LOCK key must be depressed at all times. Failure to do this will cause the program to function improperly.

For additional information about our microcomputer software and other Milton Bradley learning aids, please write or call:

Milton Bradley Company
Education Division
443 Shaker Road
East Longmeadow, MA 01028
(413) 525-6411

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